

Supplemental Sheet for IBM & Compatibles

To backup your disks before play.

1. Boot your computer with MS / PC-DOS 2.0 or higher, that contains the program: DISKCOPY.
2. Place write protect tabs on BOTH Astrilis "blue label" Master Disks, GAME and PLAYER.
3. Using the DISKCOPY command, make one RESTORATION copy of the Astrilis Game Disk.

DISKCOPY A: B: [Return]

4. DOS will prompt you: Insert SOURCE diskette in drive A: -- that's the Astrilis GAME disk
Insert TARGET diskette in drive B: -- that's the blank RESTORATION disk.
Press any key when ready . . . -- hit any key to continue.

5. At the next prompt about copying another, remove the Master GAME disk and label the copy:

Astrilis RESTORATION Master GAME Disk *

6. Next, insert the write-protected Master PLAYER disk in Drive A: and a blank disk in Drive B: and hit [Return]. When the disk is copied, remove the copy and label the disk:

Astrilis PLAYER Disk WORKING Copy For: _____

7. Repeat Step 6 to create as many PLAYER disks as you would like. Then put the "blue label" Master PLAYER Disk in a safe place and use it only to make WORKING Copy PLAYER Disks!

You are now ready to start playing Astrilis, on Dual Drive Computers:

8. Insert the "blue label" original Astrilis Master GAME Disk in Drive A:
9. Insert your WORKING Copy of the Astrilis PLAYER Disk in Drive B:
10. To the A: prompt type: **Astrilis [Return]**
11. After the copyright information appears on the screen, hit **[Return].**
12. At the next menu select **U**tilities by typing: **U**

Starting Astrilis on Single Drive Computers:

13. To start Astrilis in a single drive computer, repeat steps 8 , and 10 through 12. You will be prompted to switch disks when required. You can save a great deal of disk switching and time by using a hard disk or RAM if you have either of these.

To use a Hard Disk or RAM disk with Astrilis:

14. Insert the PLAYER disk in Drive A: and type either: **ASTHARDC** or **ASTRAMD**
ASTHARDC, as the name might imply, will create a directory called ASTRILIS on the hard disk and copy the files from the PLAYER disk into that directory. It should be used only once on each hard disk system on which you may be playing Astrilis. (It will also start Astrilis the first time. After that, start with : **Astrilis.**)
ASTRAMD, as its name might imply, will only copy the contents of the PLAYER disk into a previously created 360K RAM disk. It should be used each time you wish to start from a RAM disk. You must have at least 512K memory in your computer to run Astrilis from a RAM disk. And don't forget to copy your RAM disk files back on to your WORKING Copy of the player disk, if you wish to save the player positions! Both these programs will guide you through the use of the Hard or RAM disk.

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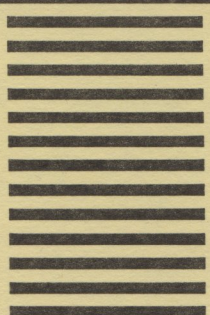
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* The RESTORATION copy will **NOT** start or run Astrilis, because Astrilis is copy protected! Its sole purpose is in case you "mess up" your original Astrilis Master GAME Disk and it stops working. You **MAY** be able to restore the original "blue label" Master GAME Disk from the DOS A> prompt with the command:
COPY A:*. * / V B:
[Return]
with the RESTORATION copy in Drive A: and the Master "blue label" GAME disk in Drive B: .
DO NOT REVERSE THE DISKS OR USE THE DISKCOPY COMMAND OR YOUR MASTER WILL BE DESTROYED!

Astrilis License Agreement

The Astrilis package, including the programs, all documentation and other materials, is copyrighted, and all rights are reserved by the copyright owner.

Use of Astrilis constitutes acceptance of this Astrilis License Agreement and the Astrilis Limited Warranty. Astrilis is licensed to the end-user for use on one compatible computer at a time using the original "blue label" disks. You may **not***

- * make copies of the manual or program disks (except as directed in the installation instructions);
- * make or receive telecommunications transmissions of the Astrilis user documentation or software code;
- * use your Astrilis in a multi-user or multi-site LAN environment;
- * use your licensed copy of Astrilis in a time-sharing network;
- * use your Astrilis in an interactive cable television system; without copies for each computer system or terminal or a multi-use license or written permission from Shaman Software.

You may **not***:

- * alter the software in any way, including modification for use with non-compatible computers;
- * grant sublicense or other rights to use the product;
- * make verbal, or media translations of user documentation or software;

without express written permission from Shaman Software

By completing the Astrilis License Registration Form - so that I may be eligible for backup and replacement disks and upgrades - I acknowledge that I "own" only the disk media on which the Astrilis licensed software is recorded, and the paper on which the copyrighted manual and poster are printed, (and such other materials that may come as part of the package), and not the licensed copyrighted code or printed text.

Astrilis is Licensed to you under the provisions of U.S. Copyright Laws

Willful violations of the Copyright Law of the United States can result in civil damages of up to \$50,000 in addition to actual damages, plus criminal penalties of up to one year imprisonment and/or a \$10,000 fine.

Shaman Software maintains an electronic mail and teleconferencing service like CompuServe{tm} on its own multi-user Shaman Exchange. Those individuals interested in multi-user telecommunications games may wish to sign on to this E-Mail and Teleconferencing Service to find out more about Astrilis and when it will be available as a Multi-user game. The modem number for access to the Shaman Exchange is: (303) 969-8585. The communications protocol is: full duplex, 300/1200 baud, 8 bit, no parity, 1 stop bit. Subscription information may be downloaded from this number.

Please fill out the card at right and mail it within 10 days to be eligible for your free 90-day warranty replacement of defective disk media or your Master Key Backup Disk (\$5.00 plus \$2.00 P/S/H/I), and \$7.00 non-warranty exchange replacement of the original "blue label" Master disk(s) within 1 year of purchase.

Please print
the following:

Signature _____

Full Name _____

Telephone _____

Street Address _____

City St. Zip _____

Purchase Date and Price _____

Place of Purchase _____

Astrilis Warranty & License Registration Card

I have read and understand the Limited Warranty and accept the terms and conditions of the License Agreement. Please register my copy of Astrilis.

☐ Enclosed inside the same envelope with this registration card is \$7.00 for my Master Key Backup Disk to be sent to the address below, (\$5.00 plus \$2.00 P/S/H/I).

I bought Astrilis to use on the following computer(s):

☐ IBM, ☐ Other(s) _____

Memory: ☐ 128K, ☐ 256K, ☐ 320K, ☐ 512K,
☐ 640K, ☐ Other: _____

Number of Floppy Disks: ☐ 1 ☐ 2 ☐ 3

Number of Hard Disks: ☐ 1 ☐ 2 ☐ none.

Extended memory: ☐ none: ☐ yes: Amt: _____

Other Games: ☐ Flight Simulator, ☐ Gato
☐ Ultima Series, ☐ Wizardry Series, ☐ Infocom
☐ Ancient Art of War, ☐ Others: _____

What business software to you have, (check all)?

☐ Lotus 123, ☐ Symphony, ☐ Enable, ☐ Word,
☐ Framework, ☐ WordStar, ☐ WordPerfect
☐ Sidekick, ☐ dBase II, ☐ dBaseIII, ☐ Others: _____